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1	480802	surround encircle	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 19:28
2	18820	(surround encircle) and gam\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 19:31
3	6381	((surround encircle) and gam\$3) and play\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 19:31
4	300	((((surround encircle) and gam\$3) and play\$3) and enem\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 19:32



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"video game reviews" encircle

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Results 1 - 9 of about 11 for "video game reviews" encircle. (0.49 seconds)

Monsters At Play: Circle of the Moon Review

... There are also shield power ups that **encircle** your vampire hunter with fireballs, or even a poison cloud, which not only help to protect, but also greatly aid ...

games.monstersatplay.com/review/

gameboy/castlevania_circle_of_the_moon.php - 24k - Cached - Similar pages

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CineMazing: <I>Rabbit-Proof Fence</I>

... of one AO Neville (Kenneth Branagh, continuing to **encircle** the globe ...

www.cinemazing.com/archives/000962.html - 38k - Cached - Similar pages

[archive us 10-01 2004 news @ Headliner - always the latest news ...](#)

... to BOJ Help to Sell Yen, Yomiuri Says (Bloomberg) 03:17 VeriSign dead cert causes net instability (The Register) 03:18 Consumer giants **encircle** the home PC ...

www.headliner.nl/archive/10_01_2004-1_us.html - 101k - Cached - Similar pages

Purchase video game chair from www.arcade-games-sales.com

... if one of the family is injured the rest will often **encircle** it to protect ... **video game reviews** - see the latest reviews for all your favorite video games, here. ...

www.arcade-games-sales.com/video-game-chair.htm - 6k - Supplemental Result -
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PittsburghLIVE.com - World Travel News, International Guides ...

... **Video Game Reviews.** Tickets. ... Fifty extinct volcanoes **encircle** Auckland. The most prominent is Eden's Hill where the remains of a Maori fort terrace the summit. ...

livesite.pittsburghlive.com/x/tribune-review/

entertainment/travel/abroad/travelnewzealand.html - 75k - Supplemental Result -
Cached - Similar pages

Welcome to sales arcade games - arcade video game sales

... attack continue. If one of the family is injured the rest will often **encircle** it to protect it from further attack. Cheetahs do ...

www.sales-arcade-games.com/arcade-video-game-sales.htm - 11k - Supplemental Result -
Cached - Similar pages

[Richmond hotel's Mother's Day celebration a treat - PittsburghLIVE...](#)

... **Video Game Reviews.** Tickets. ... Four generations of women **encircle** one of the Empire Room's center tables, a graying dowager beside a squirmy great-granddaughter. ...

Supplemental Result - Cached - Similar pages

Perzel tous school partner - PittsburghLIVE.com

... Books. Travel. **Video Game Reviews**. Tickets. ... Students are divided into individual learning groups in four classroom "communities" that **encircle** a commons area. ...

pittsburghlive.com/x/tribune-review/entertainment/arts/theater/tribune-review/news/s_177324.html - 33k - Supplemental Result - Cached - Similar pages

/ / / / / / / / / / / / dreams fill the land with hope / / ...

... I'm currently writing **video game reviews** for Animerica, Viz Comics' monthly anime magazine, and ... If he hits you with **Encircle** you'll probably want to cast ...

members.aol.com/chrisk2018/ffvus11.txt - 101k - Supplemental Result -
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"video game reviews" encircle

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Web

 Results 1 - 10 of about 711 for **"video game reviews" circle**. (0.25 seconds)

All Things Zombie - Video Game Reviews - Resident Evil 2
VIDEO GAME REVIEWS, Resident Evil 2 (1998 PSX). ... The scare of being in the middle of a **circle** of zombies and less wondering what's around the next corner. ...

www.allthingszombie.com/games/re2.php - 35k - [Cached](#) - [Similar pages](#)

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[Super Street Video Game Reviews - MX Unleashed](#)

... By Lisa Lippard. **Super Street Video Game Reviews**. ... Regular, high finishes will upgrade a players world ranking and push them closer to the final winner's **circle**. ...

www.superstreetonline.com/plugged/games/130_0403_mxun/ - 43k - [Cached](#) - [Similar pages](#)

[PS2 VIDEO GAME REVIEWS... Looney Toons: Back in Action](#)

... The main thing is that there are several instances where you have to rapidly press a button (usually the **Circle** or X). For instance, when a security guard has ...

www.teamps2.com/teamps2/rt_looneytoons_backinaction.html - 35k - [Cached](#) - [Similar pages](#)

[PS2 VIDEO GAME REVIEWS... Fairly OddParents: Breakin' Da Rules ...](#)

... Instead of telling you to hit the Square button to target and **Circle** to use the grappling chin, the game tells you to aim and use the Action button (neither ...

www.teamps2.com/teamps2/rt_fairlyoddparents_rules.html - 38k - [Cached](#) - [Similar pages](#)
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[Video Game Reviews, Letter C | VideoGamesLife - The Online Video ...](#)

... with the letter C. To see a complete list of all of the **video game reviews** we have ...
 Castlevania: **Circle** of the Moon. Game Boy, Platform, Konami, September 17, 2003. ...

www.videogameslife.com/pages/C/rvw/articlelist.htm - 63k - [Cached](#) - [Similar pages](#)

[Video game reviews and cheats: XBOX, PS2, playstation2, Nintendo ...](#)

... apdaddy. Posted on Tuesday, March 04, 2003. No drones mode: Press Square(2), **Circle** (2), L1, R1, Start at the screen after startup (before choosing a player). ...

www.gamezilla.com/users/cheat.aspx?cheat=1517 - 28k - [Cached](#) - [Similar pages](#)

[Video game reviews and cheats: XBOX, PS2, playstation2, Nintendo ...](#)

... toolman_32. Posted on Tuesday, March 18, 2003. 2,000 electricity While playing a game, hold R2 and press Triangle, Square, **Circle**, X, Triangle, X. ...

www.gamezilla.com/users/cheat.aspx?cheat=1522 - 28k - [Cached](#) - [Similar pages](#)
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[Common Sense Media - Video Game Reviews - Learn to Play Chess with ...](#)

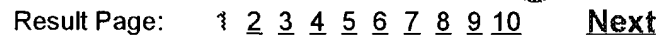
... train. For example, to learn how the King moves, kids become Sumo wrestlers striving to knock their opponents out of a **circle**. They ...

www.common sense media.org/mediaguide/review.php?id=2122&type=Video%20Game - 18k - [Cached](#) - [Similar pages](#)

[Slashdot | Ethics and Video Game Reviews](#)

Ethics and Video Game Reviews. Games. ... It became a joke in our **circle**. I tried playing the game, it was an irritating FPS (most are on consoles, tho), too. ...

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<http://www.google.com/search?hl=en&lr=&ie=UTF-8&q=%22video+game+reviews%22+cir...> 7/16/04

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... Payne of [www.mastergamer.com](#), home to hundreds of brutally honest **video game reviews**. ... circle-strafting because no matter how much an **enemy circle**- strafes, you ...

[reviews.iwon.com/pscVideoGameReview/](#)

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L Number	Hits	Search Text	DB	Time stamp
-	2	("5289524").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 15:43
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-	36636	mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:51
-	35132	(mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:52
-	30790	((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:52
-	23624	((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:52
-	5552	(((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:53
-	3708349	display\$1 or image\$1 or screen\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:54
-	4585	(display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:55
-	3711	((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)) and mode	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:56
-	3678	((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)) and mode) and determin\$6	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:58
-	107	(((((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)) and mode) and determin\$6) and virtual adj (space\$1 or object\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:16

-	1	(((((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)) and mode) and determin\$6) and virtual adj (space\$1 or object\$1)) and 706/47.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:59
-	1795	((((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)) and mode) and determin\$6) and virtual	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:17
-	1262	(((((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)) and mode) and determin\$6) and virtual) and character\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:18
-	1172	(((((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)) and mode) and determin\$6) and virtual) and character\$1) and individual\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:18
-	474	((((((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)) and mode) and determin\$6) and virtual) and character\$1) and individual\$1) and gam\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:19
-	373	463/37.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/12 12:41
-	200	463/38.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/12 12:40
-	46	463/37.ccls. and rule\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 08:07
-	46	463/37.ccls. and rul\$2	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/13 14:24
-	12	463/38.ccls. and rul\$2	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 12:01
-	2	463/37.ccls. and (crowd\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 12:55
-	0	463/38.ccls. and (crowd\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 12:56

-	89	463/37.ccls. and (group\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 11:38
-	35	463/38.ccls. and (group\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 13:05
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-	77966	direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 08:30
-	0	4357014.pn. and (circle or circular)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 08:31
-	37661	(direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 08:32
-	7855	((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 08:33
-	2518	((((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3) and radi\$3 and diameter	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 08:33
-	1280	(((((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3) and radi\$3 and diameter) and display\$1 and image\$1 and screen\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 08:34
-	1078	((((((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3) and radi\$3 and diameter) and display\$1 and image\$1 and screen\$1) and (crowd\$1 or group\$1 or player\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 08:35
-	7	(((((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3) and radi\$3 and diameter) and display\$1 and image\$1 and screen\$1) and (crowd\$1 and group\$1 and player\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 09:00
-	7	((((((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3) and radi\$3 and diameter) and display\$1 and image\$1 and screen\$1) and (crowd\$1 and group\$1 and player\$1)) and equal	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 09:00

-	0	(((((((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3) and radi\$3 and diameter) and display\$1 and image\$1 and screen\$1) and (crowd\$1 and group\$1 and player\$1)) and equal) and equidistant	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 09:01
-	6	(((((((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3) and radi\$3 and diameter) and display\$1 and image\$1 and screen\$1) and (crowd\$1 and group\$1 and player\$1)) and equal) and (even or evenly)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 09:03
-	6	(((((((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3) and radi\$3 and diameter) and display\$1 and image\$1 and screen\$1) and (crowd\$1 and group\$1 and player\$1)) and equal) and (even or evenly not (event or events))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 09:09
-	2	4357014.pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 11:38
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-	1	11353493.did.	JPO	2004/03/07 16:54
-	2	(11353493, "01193974").did.	JPO	2004/03/07 16:55
-	411	463/37.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/13 14:48
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-	0	463/37.ccls. not 463/37.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/12 12:42
-	373	463/37.ccls. and @pd<=20031120	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/12 14:33
-	39	463/37.ccls. and @pd>=20031120	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/12 18:25
-	13	463/38.ccls. and @pd>=20031120	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/13 14:26

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-	496	463/31.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/13 14:47
-	229	463/9.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/13 14:47
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-	1	("6585599").pn.	USPAT	2004/07/16 15:45
-	551005	gam\$3 and character\$1 (enem\$3 foe play\$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 15:52
-	24005	gam\$3 and character\$1 and (enem\$3 foe play\$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 15:52
-	1	((("6585599").pn.) and (gam\$3 and character\$1 (enem\$3 foe play\$3)))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 15:52
-	56472	gam\$3 and character\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:14
-	1		USPAT; US-PGPUB	2004/07/16 17:08
-	1		USPAT; US-PGPUB	2004/07/16 17:09
-	1		USPAT; US-PGPUB	2004/07/16 17:10
-	1		USPAT; US-PGPUB	2004/07/16 17:12
-	455	463/43.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:14
-	496	463/31.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:15
-	230	463/9.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:15
-	413	463/37.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:15

-	214	463/38.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:18
-	0	463/38.ccls. and 463/9.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:19
-	69	463/43.ccls. and 463/31.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	14	463/43.ccls. and 463/9.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	29	463/43.ccls. and 463/37.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	9	463/43.ccls. and 463/38.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	13	463/31.ccls. and 463/38.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	40	463/31.ccls. and 463/37.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	16	463/31.ccls. and 463/9.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	11	463/37.ccls. and 463/9.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	72	463/38.ccls. and 463/37.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20